

ABSTRACT OF THE DISCLOSURE

5 A system and method for a dynamic response to trigger messages and high and low performance event messages supports a graduated dispatching of tasks for processing messages in a queue. As messages are enqueued, queue attributes are altered, including an override of the standard flip-flop behavior of the queue depth high and low event statuses. The alteration of the queue attributes creates a bracketing at the point at which the last event occurred with a pair of "tripwires." The tripwires are continuously kept on either side of the queue depth at which the last performance event was generated. When the depth changes enough to cause the
10 depth to cross one of the tripwires, the tripwires are moved, and dispatching of tasks for processing messages in the queue may be executed or any other logic deemed useful that is sensitive to queue depths.